

## Extraction from our pricelist:



## New:

Drive-Set with Floppy, PSU and cable for +3 B:drive or floppy-interface	40,00 Euro
VIDEO-Modulator (small kit for giving a Comp.Video signal on 48/48+ or +2A/+3	15,00 Euro
VGA-Box (leitet Video-Signal an PC-Monitor weiter)	49,00 Euro
IDE-Kit für MB02+ (ask for Harddisks and CD-Roms)	26,00 Euro
Spectrum +2A, new and in original box, complete	219,00 Euro
Didaktik Kompakt 48k	154,00 E KS
Diskinterface D80 + Floppy for Didaktik or Spectrum	111,00 E KS
B-Drive for D80	60,00 E KS
Proface AT Extern (Keyboard interface to connect PC-Keyboard )	69,00 E KS
Proface AT intern	62,00 E KS
Melodik AY-Soundbox without case	21,00 E KS
Floppy drive (1860k for MB02, 720k for Opus, 780k f. +D) state type required	24,00 Euro
Power supply for +2A/B and +3 or for +2 (also 48k und 128k) state type	29,00 Euro
Floppy cable for 2 drives	4,00 Euro
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Multiface +3	46,00 Euro
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+2/+3 Joystick Adapter	9,90 Euro
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Spectrum +3 Lightpen	27,00 Euro
Silver paper for ZX Printer	5,00 Euro
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## Spares:

+3 drive belt	2,00 Euro
Keyboard-Sticker for Spectrum / PC-Emulatoren	8,00 Euro
Keyboard membrane 48k	11,00 Euro
Keyboard membrane Spectrum +/128k, new Qualität, no aging, UV and heat resistant	21,00 Euro
4116 Memory IC	2,00 Euro
4464 Memory IC	3,00 Euro

## Used:

Sinclair ZX Spectrum 128k, complete with all cables	129,00 Euro
Sinclair ZX Spectrum +2, complete with all cables	79,00 Euro
Sinclair ZX Spectrum +2A, complete with all cables	69,00 Euro
Sinclair ZX Spectrum +3, built in 3" drive, complete with all cables	99,00 Euro
Sinclair Spectrum 48k komplett (Gummi), complete with all cables	64,00 Euro
Sinclair Spectrum 48k + komplett, complete with all cables	64,00 Euro
+3 Laufwerk (checked)	29,00 Euro
Interface I	69,00 Euro
Microdrive	25,00 Euro
Plus D Clone, without case,with 3,5" Floppy, cable + Power supply	129,00 Euro
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Joystickinterface	1-Port 3,00 • 2-Port 11,00 Euro
Joystick (various to choose from)	2,50 Euro
Sinclair SJS-Joystick (+2/+3)	6,00 Euro
Microdrive Cartridges (ex-Software)	3,50 Euro
3" Disks for Spectrum +3 (ex-Software, 5 in one Pack)	19,00 Euro

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# SUC-SESSION

## YOUR SPECTRUM - MAGAZIN

Issue 203 August 2005



**27.-28.08.2005, SPECTROLOGY IN WITTENBERG**

**WE ARE WAITING FOR YOU**

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## Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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## How can you become a

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

The Prices:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 Euro	16,00 Euro
2) SUC-Session Magazine as a PDF-Download	1,50 Euro	8,00 Euro
3) SCENE+ Disk-magazine	2,50 Euro	12,00 Euro
4) SCENE+ on Cassette	3,50 Euro	18,00 Euro
5) SCENE+ as a TAP-Download	1,50 Euro	8,00 Euro
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 Euro	26,00 Euro

Our magazines can be mixed in any combination you want it is only important to tell us exactly what you want. Orders for our Download-Service should be sent by E-mail to: [sintech@online.de](mailto:sintech@online.de). You can pay by Cheque(Euro), Paypal or Bank-transfer. IBAN: DE70380707240320506900, BIC : DEUTDEDB

As reason for the payment please include the information : Packetnumber(s), for example Nr. 6 or 2 and 5 or whatever you want to order.

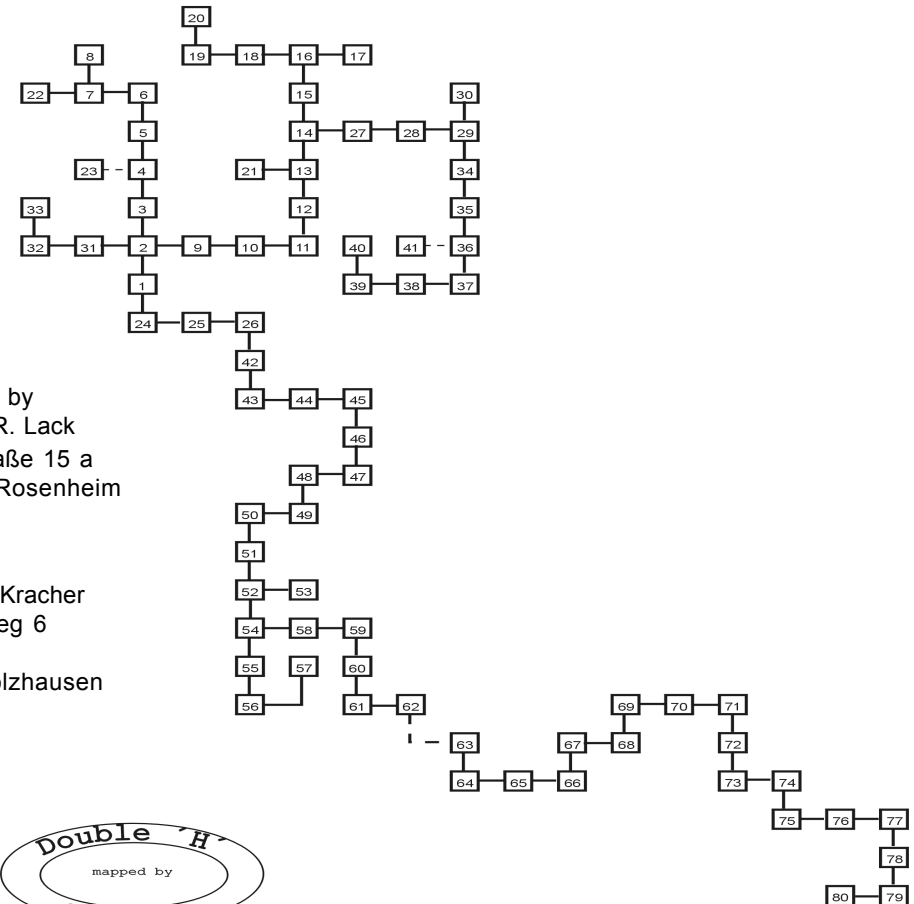
New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0049-711-775033.

N, E (our way is blocked by wild boar who are sleep), shout (this frightens them and they run away), E, S (in the bottle we find here there is arsnic – we should ignore our thirst), S, E, tap gravestone (a voice asks us for the password... we remember the conversation in the club and the word ,OUT'), say out (the boden below us opens and we land in a bad smelling cave), eat chocolate (this will keep us alive just long enough to complete the next Steps so long as we carry them out exactly), S, E, E, N, E, N, E, E, S, S, E, S, E, E, S, S, W (we are in a small room, we see John Harpinger held captive in a cage), drop weight (the cage rises and John stumbles out). Matt Lucas is solved. There just remains a final message:

He is overjoyed to see you and says: „I thought you would never get here. You reply: „Hey, forget it bud, I needed someone to fix my car“. You both start laughing and you lead the way back out of the caves. Your score is 160 out of 160.

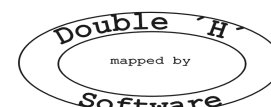
What should we add to this sentence? We hope that you had some fun joining us on this adventure. But there are still a number to solve. Till we meet again with a new program in the same old place .....

## Matt Lucas



(c) 2004 by  
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83024 Rosenheim

&  
Hubert Kracher  
Schulweg 6  
83064  
Großholzhausen



- |                                        |                                      |
|----------------------------------------|--------------------------------------|
| 52) On an island                       | 66) In a cave C                      |
| 53) In a pleasant cove                 | 67) Walking through a cave system    |
| 54) In a leafy glade                   | 68) In a cave D                      |
| 55) Walking nervously through the wood | 69) In a cave system A               |
| 56) By a big tree                      | 70) In a cave E                      |
| 57) On top of a big tree               | 71) In a horrible cave system        |
| 58) Walking through a leafy glade      | 72) In a horrible cave A             |
| On the east side of the island         | 73) In a cave F                      |
| In a wood / bottle                     | 74) In a damp cave A                 |
| 61) In a clearing                      | 75) In a horrible cave B             |
| In a very spooky place / gravestone    | 76) In an underground cave system    |
| In a smelly cold cave                  | 77) In a smelly cave                 |
| 64) In a cave A                        | 78) In a damp cave B                 |
| 65) In a cave B                        | 79) In a cave system B               |
|                                        | 80) In a small room / John Harpinger |

So, those were all of the locations which we will meet again while we are solving the adventure. Let's get's started without delay on our rescue mission. Beginning at our start position. .... On the Jetty .... We continue:

N, examine car (it is a wreck), N, N, N, N, W (we get a call from the kidnappers, who tell us, that we will never find our friend and should give up now. But they haven't expected someone like us...), N (here we meet Phil, who once again simply ignores us), kick machine, look (a couple of coins fall from the machine and a bar of chocolate. Who knows what it will be useful for. At the moment we ignore the chocolate and concentrate on the money), take money, S, E, S, S, S, S, E, E, E, N, N, N, N, N, E, tip vase, look, take note, read note ( 685743 is written on it), drop note, dial 685743 (the combination safe opens), look, take gun, W, W, W, N, buy meat, S, F, E, S, S, S, W (here is a drug handler trying to sell his wares to someone), shoot pusher, E, S, S, W, W, W, N, N, N, N, W, W (we are back in our office), examine desk, open drawer, look, take hairpin, E, E, S, S, pick lock (we open the lock with the hairpin and enter the apartment of John Harpinger), drop hairpin, examine carpet (it feels as if something is under it), roll carpet, take disk, E, N, N, W, W, insert disk (on the diskette John has saved the coordinates of a secret club in club land), E, N, take chocolate, S, E, S, S, S, S, S, S, E (the hungry Alsatian eats the meat we had and lets us pass), F (we are feeling pretty tired), rest, drop chocolate, W, W, N, N, E, E, E, N, N, N, E, E, N, order drink ( we tell the barkeeper to put the drink on the tab, as we have no money left...we hear from a conversation the word „OUT“, and something about a meeting in a warehouse), take weight, S, W, W, W, S, S, S, W, W, W, W, N (a gangster points a gun at us), shoot thug, look (he has a wooden leg), examine leg (sounds hollow), break leg, look (we find a map), take map, S, F, E, S, S, E, E, drop map, drop weight, W, W, N, N, W, take container, E, E, F, E, N, N, N, E, E, E, S, S, take tube, examine tube, S, S, W, W, N (here there is a car with an open petrol cap), insert tube (into the petrol tank), suck tube (and fill the container we brought with us), S, E, E, N, knock (Joe lets us in), examine picture, move picture, look (an ignition key is fixed to the rear of the picture), take key, E, N, N, N, W, W, W, S, S, S, W, W, W, S, S, E, E (we put the petrol from the container into the tank on the boat), drop container, take map, take weight, take chocolate, read map (it is a sea map with directions marked), insert key (we start the boat and leave the harbour in the direction of the sea), S, S, E, E, S, S, W, S, W, S, S (we have reached an island), E, W, S (arrows are fired at us), duck (they miss), S, S, climb tree (in the south we find a dangerous swamp), D, N,

## Editorial

Hallo Spectrum-Friends,

At last we can continue and hopefully better than in the recent past. My call for help in the last issue really did result in a reaction from our members. At the moment the team looks like this:

Editor: Benjamin Versteege  
 Proof reader: Wilko Schröter  
 Text Layout: Thomas Eberle  
 English Translation: Ian Spencer

I will continue to be responsible for the administration of the club, as well as the copying and distribution of the magazine. Here I would be glad of some help but at least we have made a start.

I would like to thank all of the others who offered their help. We have put the team together so that each carries out the task to which he is best suited. I hope for the immediate future that this will work and so we can go forward with the SUC-Session. I would ask all readers to support Benjamin and make his work load lighter. The best way for you to do that is to send him some written material. I am of course in regular contact with him by E-Mail so that everything will continue to be well coordinated.

This magazine is the first one which has been put together by Benjamin. Have fun with it and don't hold back with your comments.

Have Fun

Your

*Thomas*

## Introduction of Ben Versteeg

Hello,

my name is Ben Versteeg. I offered my help with SUC-Session and Thomas has accepted me as editor. I will try to tell you in a few words a bit about myself, even though when I start talking about the things I love then I can go on for hours.

I started using a ZX Spectrum 48K when I was 11 years old. I had a lot of fun with the Spectrum. After a number of years I obtained a ZX Spectrum 128K and used it for a long time and even better I managed to get hold of a Disciple Disk-Interface! What a super peripheral that is!

Now, 17 years later I've used nearly every Spectrum model that I know of: ZX81, ZX Spectrum 48K, ZX Spectrum 48K+, ZX Spectrum 128K, ZX Spectrum +2, ZX Spectrum +2A, ZX Spectrum +2B, ZX Spectrum +3, Sam Coupe and more. I also have tried lots of

accessories, Joystick, Sound Module, Original Spectrum add-ons, the Opus-Discovery etc.

I own quite a few of them but also offer some of them for sale on eBay. Any real Spectrum lover should visit eBay now and again. Especially eBay UK as there are lots of Spectrum peripherals on these internet pages!

I simply love the Spectrum and it's add-ons because they are so simple in comparison with modern PC's. Also it's not so much fun making hardware for the PC but it is for the Spectrum!

I've had lots of ideas for projects in the last few years.

One of these I call the MB04-Interface. It's based on the MB02 from 8BC – the fastest interface for the Spectrum! – but I added things like a PC-Keyboard, a Mouse-Interface and a number of other functions to it.

I made a start with the development but last September (once again) I moved and my current boss took lot's of my time. So at the moment I'm not doing very much with these projects.

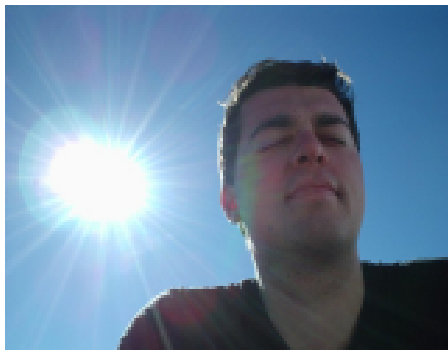
I have a Spectrum page at: [www.benophetinternet.nl/hobby](http://www.benophetinternet.nl/hobby)

I try to visit all of the club meetings. They are so much fun. I hope to visit a meet in Germany. A few months ago I joined the biggest Dutch computer club, the HCC. So now I'm an official member of 3 large clubs – SUC Session, the HCC Sinclair users group and the SPC.

You should feel free to visit any of their meetings!

Enough about me, except perhaps to say, that my new hobby room (up in the loft) is finished. So I hope to start working on the MB04 once again, very soon!

*Ben Versteeg*



## Readers Letters

**For this issue the readers letters were only sent to me. In the future this section will be produced in a partnership between Benjamin and myself. Please use this possibility to send questions to the club and other readers.**

**Joachim Geupel has seen the IDE-Kit in the SINTECH catalogue:**

How does the IDE-Kit work ?

Can it be connected to the Spectrum +2A ?

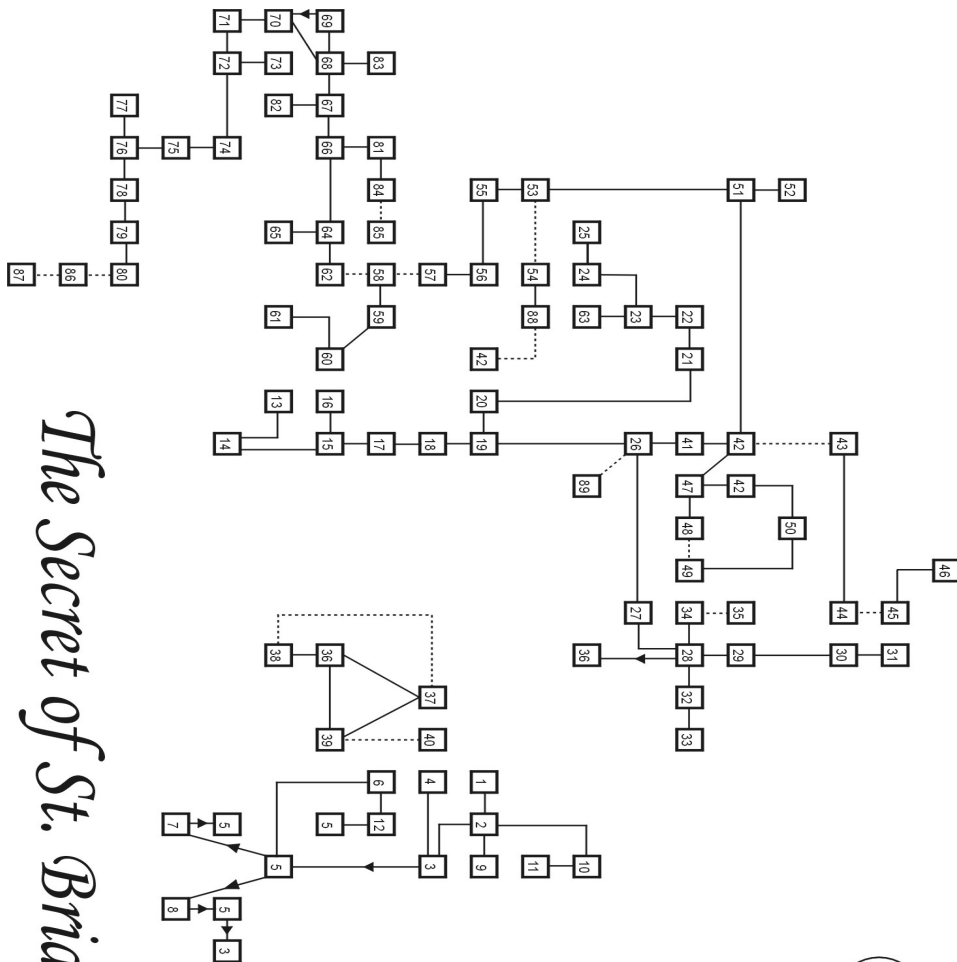
If yes, then how is it connected to the Spectrum +2A ?

**Hello Mr. Geupel, the IDE kit that we offer is for a diskette interface, in fact for the MB02. The problem is not just the interface as such but also the software. A hard disk**

Hello Adventure Fans !!

With our program for today we are leaving this time the fantasy worlds used by so many adventure games and confronting a very tricky problem. With Matt Lucas from the 'House Players' we take on the roll of the policeman Lucas, as he tries to find his kidnapped friend and colleague John Harpinger. The whole adventure takes place in a city which seems to be of the American design and which provides us with the typical problems of such a city (theft, muggings and murder etc.). It's important to be able to 'read between the lines', unfortunately the text is displayed with a very futuristic font and is not always very easy to read and sometimes effects the fun of playing but which we cannot change and must accept. As all we know is our goal let's take a look at some location descriptions with their 80 locations. Just a word to the locations sometimes sections repeat themselves (especially in the cave system and during the long boat trip over the sea) themselves and the player is glad of any small extra detail really thankful. But we know this effect from other programs and so isn't significant here. But now the locations that we are going to find during our search for John Harpinger :

- |                                                                            |                                                     |
|----------------------------------------------------------------------------|-----------------------------------------------------|
| 01) Walking along the Jetty                                                | 26) On his boat                                     |
| 02) At a road / car                                                        | 27) On the east side of the city                    |
| 03) Walking along the busy street                                          | 28) In the more sleazy part of the city             |
| 04) Near Harpinger's place                                                 | 29) Walking through clubland A                      |
| 05) Near the precinct                                                      | 30) In a club / weight                              |
| 06) Outside the precinct                                                   | 31) Walking along by the sea B / empty container    |
| 07) Inside the precinct                                                    | 32) By an old warehouse                             |
| 08) In an adjoining room / faulty vending machine, money, bar of chocolate | 33) In a warehouse / thug, wooden leg, map          |
| 09) Walking by the sea                                                     | 34) Walking through clubland B                      |
| 10) Walking along by the sea A / banana skin                               | 35) On a street with bungalows on both sides / tube |
| 11) At a T-junction                                                        | 36) Outside Joe's place                             |
| 12) Strolling through the city                                             | 37) By the sea A / tyre                             |
| 13) Near a T-junction                                                      | 38) By the sea B                                    |
| 14) In the heart of the city                                               | 39) Outside the filling station                     |
| 15) Strolling into the suburbs                                             | 40) In the filling station / car                    |
| 16) Outside Phil's place                                                   |                                                     |
| 17) In Phil's place / vase, safe, note, gun                                | 41) Inside Joe's place / picture, key               |
| 18) Strolling along a road / shoe                                          | 42) Sailing on the open sea A                       |
| 19) At a turn in the road                                                  | 43) Sailing on the open sea B                       |
| 20) In the butchers / sawdust, meat                                        | 44) Sailing on the open sea C                       |
| 21) In a flat / pusher                                                     | 45) Sailing on the open sea D                       |
| 22) By his and John's desk / desk, hairpin, computer                       | 46) Sailing on the open sea E                       |
| 23) In Harpinger's apartment / carpet, floppy disk                         | 47) Sailing on the open sea F                       |
| 24) On the end of the Jetty                                                | 48) Sailing on the open sea G                       |
| 25) Near his boat                                                          | 49) Sailing on the open sea H                       |
|                                                                            | 50) Sailing on the open sea I                       |
|                                                                            | 51) Sailing on the open sea J                       |



*The Secret of St. Brides*



needs an operating system. In this case the operating system is an integrated part of the MB02. So that the Hard disk functions in practice like a diskette drive. In it's basic configuration the Spectrum +2A doesn't include any diskette operations, so it would be possible to connect the interface to the +2A but the necessary software would be missing.

There are however a number of other interfaces which you can find on the Internet which allow modern storage devices to be connected, such as CF-Cards etc. Unfortunately these are all home-brew solutions, the MB02 is the only commercial solution which we can offer as a standard.

**Martin Weltzer has reacted to the appeal in the last issue:**

Hello Thomas,

I can understand your frustration. Seeing this background – and to simplify the management – it would be a good idea to only offer an electronic version of the magazine. The E-Mail distribution is favoured by 19 members (about 33%) at the moment. But I'm sure that everyone has an Internet access ( when not then that member is just unlucky – or maybe a reason to get involved with Windows at last like Bernd on page 7 of the SUC). Payment could be changed to credit-card, Paypal or T-Pay and paid 1 year in advance. This would also prevent incorrect money transfers. An E-Mail questionnaire could soon produce a clear answer and tell you who is really interested. Greetings, Martin

**Hello Martin, I have to agree with you, from those receiving the 'paper' version I've only had 2 replies and from the 19 PDF readers I've had 2 replies in the last 2 days. It does seem as if most of the enthusiasm is with the PDF readers. But I do know some of the Spectrum-users personally and know that they are big fans and for this reason are not interested in getting to grips with Windows-PC and Internet connections, or at least don't have high speed access. I want to still give them in the future the chance to get their hands on a copy of SUC-Session. But in general I agree with you the electronic version is easier to distribute. At the moment it's looking good and with the new team we will for the moment continue.**

**Christof Odenthal has also sent us a letter:**

Hi Thomas, I expect your working your way through the long list of volunteers who want to help you with the SUC-Session ? OK, joking aside – has anyone volunteered ? I think it's looking fairly bad, or ? couldn't you get together with Wolfgang and bring out a magazine between you ? That would reduce the work for both of you and you would still have an advertising platform for Sintech (OK, you could advertise by Wolfgang anyway). Of course it would only work if the two of you get on, ie. Don't have different views about things. I was just thinking that it would be a shame if the SUC-Session just ended (even though I would understand, as it is a lot of work).

Ten years ago I would certainly have been a big help, back then I had plenty of time to occupy myself with Speccy and SAM – at the moment I'm busy with so many other things ( and to tell the truth my interests have changed –even though I would never abandon the Speccy completely) that I simply don't have the time. Sorry.  
Greetings, Christof

Hello Christof, in general the SUC-Session isn't a commercial magazine with paid editors but rather a product of our user group. Whereby some people contribute more and some less. In an ideal world the work should be fairly distributed amongst all the users, but that simply isn't possible to organise. So a few have to carry the load, for their love of the Spectrum. For the last 10 years that has been mainly me. Now I may still be standing in the front row but together with others and that makes it easier. Also working in a team is more fun. Never the less it's still necessary for the other readers to support the group effort and provide articles for the editors. You were always active here sending us 'Readers letters'. So it's just important for each to do what he can – even if it's just a short letter, then it's much easier to create the magazine.

## Stiftung Warentest

*As reliable as the weather forecast:  
Stiftung Warentest in the year 1984*

Stiftung Warentest is at least in Germany well known. It is a protection organisation for consumers and they test products and issue quality certificates which producers would love to have. But some of their statements are going to be reproduced here so that we can have a little chuckle:

It concerns the computer specialist editors of the magazine who are either very wise men or total computer haters. We all know that it was home computers and especially those like the Spectrum which opened the door into the world of today with E-Commerce, Internet, E-Mail, personal word processing, Club administration etc. In other words everything that makes life easier. At the same time computers in the home have produced a lot of anger (consternation ex. with Windows – Problems) and not to forget the financial costs. In 1984 the computer was presented so - "you don't need it but it's sells like warm bread, What is it? A home computer!". The feeling at the time "Whoever does without a home computer won't notice any drop in the quality of life".

The clever editors produced a further text where they acknowledged that the computer was good for games and this would interest the consumers and that it should be bought for this reason and used to play games. The editors decided that playing games caused no improvement in the quality of life. Now I belong to the generation who's parents couldn't get to grips with computers as junior wanted to get started. Now as the parents were of the same generation as the editors of Stiftung Warentest – and from the point of view of the young, miles away from understanding what young people wanted, was something I didn't know. It was necessary to use a few tricks to get results. The computer was necessary for school work, of course. Necessary to prepare for a future career. That my words from then would turn out to

makes her happy and he gives us a large number of rupees) W, S, S, S, S, W, (in a bank) CHANGE RUPEES, (we now have a case full of 10\$ Notes) E, N, N, N, N, E, (back in the hotel) GO ROOM, (we can only do this if we have the money with us) GET BIBLE, DROP KEY, W, W, S, W, W, W, (in the market) HIRE FOOTMAN, E, E, S, (in the Post office von Dublin) WIRE FOR CARRIAGE, (a golden carriage arrives) N, E, S, S, S, E, E, E, (in Merrion Square – the home of Maria Merlin if you can believe what was in the book – so we follow the recommendation...) GO 25, KNOCK, (we are lead into the house, but we must have the carriage and the footman with us. Maria Merlin gives us a quiz question, whose answer is:) A SWORD, (technically the program has now finished, but as you can see in the documentation for the game the programmers have included an additional task)

### FINDING THE AMULET

We start in the work room of Maria Merlin: ASK MARIA ABOUT AMULET, (she gives us a tip) GET SILVER KEY, (we can only get the key when we have first found the bible) D, W, W, W, N, N, N, E, S, (in a shop) DROP PAPER, BUY OIL, ASK ABOUT STRING, (he appears) BUY STRING, N, ASK FOOTMAN, (we are asked what we want to know from him) A SCREWDRIVER, DROP CARRIAGE, (the footman stays by the carriage) GET SCREWDRIVER, E, GET SHOTGUN, WAIT, (a train arrives) BOARD TRAIN, N, N, E, LIGHT LAMP, S, S, OPEN GRILLE, W, U, W, (the cook throws us out of the kitchen) WAIT, W, (the cook now leaves) S, S, (here is a roundhead who is guarding a casket) SHOOT ROUNDHEAD, OPEN CASKET, (there is a golden key and some jewels) DROP WHISTLE, DROP PENKNIFE, GET GOLD KEY, GET JEWELS, N, N, E, D, E, (the way to the north is now blocked, but we use the tip given to us by Maria and say) SEE SAME, (everything seems to spin and we can go) S, S, S, U, S, (at some point the lamp goes out, and when that happens: USE OIL, FILL LAMP, LIGHT LAMP and it relights) E, U, U, S, (we are now in a small „Boxroom“ near where the adventure began) OPEN WIRELESS, GET MAGNET, N, D, D, S, N, D, N, N, N, N, N, N, D, DROP PURSE, SE, U, (we are once again in the small bedroom) UNSCREW BEDKNOB, (we see a small metal key in the shaft) TIE MAGNET TO STRING, USE STRING, GET STEEL KEY, D, N, S, (again at the end of the long dark tunnel) JUMP IN MUD, (we get into a dark underground cave, there is a small metal casket in front of us with a metal-, a Gold- and a Silver lock on it. As we have these keys...) UNLOCK CASKET and with the adventure is solved.

We don't need to add anything to that. We hope that you once again had fun travelling with us through the rooms of another adventure and solving it successfully. So till the next time in the same place with a new task.

(c) 2003 Harald R. Lack, Möslstraße 15 a, 83024 Rosenheim  
Hubert Kracher, Schulweg 6, 83064 Großholzhausen



POWDER, N, E, GO TOWER, EXAM GLASS, (we see a foggy view) GO GLASS, (we are teleported back to the crossroads) E, E, (a FIR BOLG appears and wants to see some magic before he will let us pass) USE PENCIL, WRITE PAPER, RUB OUT, (now we can pass) E, EXAM ROCK FACE, (we see a crack) EXAM CRACK, (here is a gold coin) USE CANE, HOOK COIN, GET COIN, W, W, N, N, (we reach a cottage garden) EXAM GARDEN, (we see herbs and flowers) EXAM HERBS, (here is catmint) GET CATMINT, KNOCK, (we are asked to enter) N, (we meet the female Alchemist Merlin, who wants his cat back) S, S, S, W, (a dwarf promises to bring us across the lake for a gold coin – what for a bit of luck) PAY DWARF, (we arrive on the island and find a cat sitting in a tree ) EAT MUSHROOM, (we grow again and can reach the cat) USE CATMINT, (she comes to us) PUT CAT IN BASKET, OTHER MUSHROOM, (we shrink again) GET FERRY, E, N, N, KNOCK, (we are again invited to enter) N, (she thanks us for bringing back her cat and gives us a bottle of metal dissolver) GET DISSOLVER, S, S, S, D, W, (back in the tunnel, we see a plank lying on the ground), DROP NEWS, GET PLANK, (there is some mud) GET MUD, (we are asked if we really want to do that) YES, (how are we going to carry it) IN SATCHEL, DISSOLVE GRATE, (now the direction is north) N, SNUFF OUT LAMP, DROP RUBBER, DROP CANE, DROP PENCIL, DROP BASKET, DROP CATMINT, W, (a Polyp arrests us for bad behaviour and puts us in a cell) PRETEND TO BE ILL, (the Polyp enters to look at us and leaves the cell door open) W, EXAMINE DESK, (here are various drawers and papers) OPEN DRAWER, (we find a police whistle) GET WHISTLE, W, N, E, SE, (we are back in the St. Brides school building) U, (in a small bedroom) OPEN WARDROBE, (here is a Victorian dress) GET DRESS, D, (we are discovered and locked in a study) EXAM BOOKCASE, (we find a leather bound book) GET BOOK, READ BOOK, (it's by Maria Merlin and contains a number of Tips and the address of the author 25 Merrion Square) DROP BOOK, UP CHIMNEY, (to escape we reach the roof of the school) D, (back on the grassy slope), REMOVE GOWN, REMOVE GYMSLIP, DROP GOWN, DROP GYMSLIP, WEAR DRESS, CLIMB FENCE, E, (we are on the back of a river) USE PLANK, CROSS RIVER, DROP PLANK, (on a river bank with giant trees) U, (here there is a nest) EXAM NEST, (there are a pair of glasses) GET SPECTACLES, D, CROSS RIVER, W, CLIMB FENCE, W, (because we are wearing the dress we can go this way without any problems) N, (in a small inlet) EXAM ROCK POOL, (we find a large shellfish) GET SHELLFISH, S, S, OPEN PURSE, (it contains a little money and a library tick in the name of Constance May Hampshire) S, E, (at a ticket office) BUY TICKET, S, (a Polyp stops us and asks us our name – we answer) MAY HAMPSHIRE, (he also wants to see an identity card) SHOW LIBRARY TICKET, (a train pulls in) BOARD TRAIN, (mud starts to drip from our school bag and we are thrown off the train at 'Ballyhowreyedoin Station') E, SE, (on a grassy slope) EXAM GRASS, (there is a heavy rock) BLOW UP ROCK, (we see a dark hole) D, LIGHT LAMP, (in the hideout of a poacher – here there are various weapons and traps) GET SHOTGUN, U, SNUFF OUT LAMP, NW, W, DROP SATCHEL, WAIT, (a train arrives) BOARD TRAIN, (we get out at Amien Station, Dublin) DROP SHOTGUN, W, S, (in a small shop) BUY PENKNIFE, OPEN SHELLFISH, (we find a perfect pearl) DROP SHELLFISH, GET PEARL, N, W, S, W, N, (we are in a shabby pawn shop) PAWN PEARL, (we get a bundle of bank notes) S, (at any time while we have the money the 'CHANTEAU MOB' can try to steal our money. When this happens we blow the police whistle to get rid of them) W, N, N, N, (in an elegant clothing shop) BUY DRESS, REMOVE DRESS, WEAR DRESS, S, S, S, E, E, N, N, E, (in front of the Gresham Hotel – we can't go in before we put on the dress we have just bought over our other clothes) BOOK ROOM, (we wash and freshen up and then come downstairs to find a Maharaja crying in the corner), TALK MAHARAJA, (we she distressed because she can't find the secret of happiness) GIVE SPECTACLES, (this

be reality, I certainly didn't know. I don't think any child today would have a chance in the German job market if he hadn't started working with a computer by at the latest the age of 14... at least for office jobs. So I got my computer a Plus version of the Speccy. Due to it's poor rubber keyboard the testers recommended not to buy the standard version. In reality I wanted a C-64, like everyone else here in Germany. But I didn't get it thanks to grandma who saw that the C-64 only scored a 'satisfactory' for graphics while the Spectrum had a 'good', so a whole class better. The cassette operation on the C-64 received a 'poor but OK' while the Spectrum only managed 'very poor'. Strange as the Spectrum cassette is faster than the C-64 floppy... the testers must have really invested a lot of time in their testing. The C-64 got the better score simply because the control of the cassette motor could be carried out by the computer. That the Spectrum used a cassette recorder that already existed in most households rather than having to pay 100 DM for a Datasette, was simply ignored. The picture quality in comparison to a PC with a green-monitor was also criticised, even though here the cost of an expensive 500 DM monitor had been saved this was something they didn't seem to notice. There were though monitors available for the C-64. As standard the Spectrum did without any sort of monitor output.

This point was emphasized by pictures which accompanied the article and showed the poor quality of the displays. I don't think that even if they had had the higher quality graphics and actual demo's available today it would have made any difference as they used highly magnified images and light reflection from the screen to show just how bad they could make the picture.

Dear 'Stiftung Warentest' editors from 1984: You did your best to kill the home computer. You let yourself be blinded by your personal opinions to produce a result which echoed your views and not a neutral presentation, as your job required you to do. There was never any discussion that a home user would need a massive extension to house a complete computer centre. Whole generations of programmers have appeared who not just today earn their living from the computer but who have changed the world, even cars and telephones are today computers. You didn't manage to stop the world. As you are now probably in pension and send your private correspondence by E-Mail, you have probably already discovered this. Perhaps you should have given it another try in the 90's and tried to stop Microsoft. But you wouldn't have succeeded there either, because no-one believes your magazine any more anyway.

You can request a copy of the complete test of the home computer from the SUC-Editors by E-Mail as a PDF file.

Te

## News in Kürze

### FATware 0.1 available

FATware is a firmware version (long awaited – \* grin \*) for divIDE, which supports native FAT-16 partitions. This means no special utilities are needed for data conversion / accessing Raw-disks in order to run your software. A few important features:

- Supports long file names
- Supports up to 8 FAT-16 partitions
- Supports 4GB FAT Partitions similar to WinNT partitions ( could need some testing )
- Loads immediately .TAP files by emulating standard cassette routines
- Loads 48K/128K .SNA Snapshots (.Z80 support coming soon)
- Contains a .SCR- and dithvIDE viewer ( on computers with two video rams)

Note that this and previous versions of FATware only allow read operations. The addition of a write capability is one of the top priorities for future development.

More information about divide can be found on the homepage at:

<http://baze.au.com/divide/>.

Source: [www.raww.org](http://www.raww.org)

### Shucon-2005-Party-Demo

It's already become something of a tradition to publish at least one demo from the party.

This year was no exception – the brand new TEDEMO

eagerly awaits

downloading:

<http://baze.au.com/files/tedemo.zip>

### z00m's Speccy-Corner has moved

My Speccy corner has moved, so please update your bookmarks. The new address is:

<http://tcg.speccy.cz/zoom/>. The design has also been changed. Have fun!

Source: [www.raww.org](http://www.raww.org)

### Lots of Pictures

Christof Odenthal has updated his website and included lots of pictures from various Speccy-meets.

Anyone who wants to take a look: [www.speccy.de](http://www.speccy.de)

Source: Christof Odenthal

### Spectrum games competition

It is possible that I will have doubled up with this article, but I was just surfing the net (while the other network in the office was defect) and I saw the "Spectrum games compo". Yes, it's another game programming competition, very similar to the "Minigame Compo" which is running at the moment. OK, it's not exactly the same. The competition is only open for ZX programs entries and they don't have to be "Mini". So if you have programmed a mini game on your ZX and it just won't squeeze into that 4K, then you still have a chance to improve the graphics, the game play and the sound and to enter it for another competition.

At the moment there are 4 entries, one is from (Shock!) Jon Cauldwell. Does he never stop? You have time until the end of September to make your entry.

Source: [www.raww.org](http://www.raww.org)

- |                                                                                                              |                                                                                     |
|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 54. In the police station / police whistle                                                                   | 71. On Ormond quay                                                                  |
| 55. In the village railway station                                                                           | 72. On Batchelor's walk                                                             |
| 56. At the ticket office                                                                                     | 73. In a dingy pawn shop                                                            |
| 57. On the platform / train                                                                                  | 74. In lower Sackville street                                                       |
| 58. At Ballyhowreyedoin station                                                                              | 75. On Carlisle bridge                                                              |
| 59. Open country stretches in all directions                                                                 | 76. In Grafton street                                                               |
| 60. On a grassy hillside B / heavy rock                                                                      | 77. In the biggest bank                                                             |
| 61. In a poacher's lair / shotgun, traps                                                                     | 78. In Nassau street                                                                |
| 62. At Amien station                                                                                         | 79. In Leinster street                                                              |
| 63. Panelled drawing room / richly<br>ornamented casket, roundhead with<br>musket, splendid jewels, gold key | 80. In Merrian square                                                               |
| 64. In Talbot street                                                                                         | 81. At the north end of Sackville street                                            |
| 65. In a little general store / bottle of<br>lampoil, penknife, flawless pearl, string                       | 82. In the Dublin post office                                                       |
| 66. In the heart of Sackville St. Cabs                                                                       | 83. In a fashionable dress shop                                                     |
| 67. In St. Henry street                                                                                      | 84. In the forecourt of the Gresham hotel                                           |
| 68. In St. Mary street                                                                                       | 85. In a charming hotel room / bible                                                |
| 69. In the market                                                                                            | 86. At the massive door of Nr. 25                                                   |
| 70. In Chapel street                                                                                         | 87. In Miss Maria Merlin's parlour / silver key                                     |
|                                                                                                              | 88. In a cell in the police station / plank bed,<br>jug of water                    |
|                                                                                                              | 89. In a dank underground cavern / casket<br>with three locks (gold, silver, steel) |

So that's it for the map and the locations and of course the objects. In size this adventure is one of the most challenging of it's type and the solution was in parts very difficult solve, when not to say underhand. But judge for yourself. Here is the solution with our comments:

We start...in a small dormitory, GET LAMP, (Fiona wakes and tells us that we are stuck in the year 1929), E, U, S, GET NEWSPAPER, N, D, D, W, (we are now in the trunk room) OPEN TRUNK, (we find a cats travel basket) GET BASKET, E, S, SE, GET CANE, GET GOWN, WEAR GOWN, OPEN DESK, (here there is blank sheet of paper) GET PAPER, N, SW, OPEN DESK, (here is a mouse) GET MOUSE, N, U, (even though the stairs are marked with a sign „Staff only“ we can use them because we are wearing the right clothes) E, GET MATCHES, W, D, EXAM N DOOR, (we learn that this is the forbidden door, which hasn't been opened for 50 years), EXAM KEYHOLE, (a key in the lock is blocking our view) USE NEWS, UNDER DOOR, USE PENCIL, PUSH KEY, (now we have the key – it was not easy to get it) TURN LAMP ON, N, D, (Fiona and Cynthia get cold feet and turn back) N, GET MUSHROOM, W, (we are outside room 64) OPEN DOOR, (an elephant charges us), E, DROP MOUSE, (the elephant runs through the door to the north as he is frightened by the mouse) N, (we are in a broom closet with lots of buckets and clothes) EXAM BUCKETS, (we find an old storm lamp) GET LAMP, (just about now the batteries in our first lamp are exhausted) LIGHT LAMP, LOOK BEHIND CLOTHES, (it's clear that behind them is no wall – we discover – something very important for solving the adventure) N, (we are now in a room with high ceilings) EXAM CEILING, (there hangs a key from the ceiling) EAT MUSHROOM, (we become 12 feet tall and can reach the key) GET KEY, EXAM PLANKS, (they crumble away and we discover a purse) GET PURSE, OTHER MUSHROOM, (now back to normal size) UNLOCK DOOR, N, N, OPEN GRILLE, E, U, (at a cross roads) S, E, N, (by a blasted oak) TURN GOWN, (we find ourselves in an disused quarry) LOOK UNDER ROCKS, (we find a bag with explosive powder) GET



## Tips & Tricks

Dear Adventure friends!

After a lot of preparation at last we can present you with a real classic to solve – it's **"The Secret of St. Brides"**. As you probably know this adventure takes place in the year 1929 at a typical English school for girls. Or more exactly a boarding school. You are one of these girls who together with her friends Cynthia and Fiona look to add a bit of excitement to their boring school day. Of course it's always possible discovers something new in an old English school and as well as that there is this interesting door, which no-one is allowed through. That should enough motivation to start taking some action. And that is exactly what we do. But first the necessary look at the map of the adventure locations:

- |                                                                                    |                                                                                  |
|------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|
| 1. In a small dormitory A<br>/ Cynthia, Fiona, lamp                                | 27. In a brick-lined shaft                                                       |
| 2. In a small corridor                                                             | 28. At the top of a well                                                         |
| 3. In a wide corridor A<br>/ heavy iron fire extinguisher                          | 29. On a narrow path through a dense<br>wood                                     |
| 4. In a trunk room / cat's travelling basket                                       | 30. In a cottage garden<br>/ herbs, flowers, catmint                             |
| 5. In a wide corridor B                                                            | 31. In an alchemist's workshop / bottle of<br>metal dissolver                    |
| 6. In a long east-west corridor                                                    | 32. On a rickety bridge over a river                                             |
| 7. In an empty classroom A / mouse                                                 | 33. In the foothills of the Derryveagh<br>mountains / gold coin                  |
| 8. In an empty classroom B<br>/ cane, academic gown,<br>small sheet of blank paper | 34. On a north-south road by a grate lake /<br>dwarf with a small boat           |
| 9. In a small dormitory B                                                          | 35. On an island / cat up a tree                                                 |
| 10. On a tiny landing                                                              | 36. On a hillside                                                                |
| 11. In a small boxroom / old newspaper,<br>wireless set                            | 37. By a blasted oak                                                             |
| 12. In the staff room / box of matches                                             | 38. In a disused quarry / bag of explosive<br>powder                             |
| 13. At the top of a flight of stone steps A                                        | 39. By a ruined tower                                                            |
| 14. In a tall stone-walled corridor                                                | 40. In a musty chamber / ornamental glass                                        |
| 15. In an east-west corridor / strange<br>looking mushroom                         | 41. By a small iron grate                                                        |
| 16. At the door of room 64                                                         | 42. On a grassy hillside A                                                       |
| 17. In a broom closet                                                              | 43. In open country                                                              |
| 18. In a tall chamber / straw, rotting planks,<br>purse, key                       | 44. On the bank of a river                                                       |
| 19. In a long dark tunnel A / ventilation grille                                   | 45. On a little sandy riverbeach                                                 |
| 20. In a wine cellar                                                               | 46. At the top of a tree / magpie's nest, pair<br>of pinkish coloured spectacles |
| 21. At the top of a flight of stone steps B                                        | 47. In a private corridor                                                        |
| 22. In a huge kitchen                                                              | 48. In a small bedroom / wardrobe,<br>Victorian dress                            |
| 23. In a long passage                                                              | 49. In a splendid Victorian parlour<br>/ leather bound book, cigar               |
| 24. At the bottom of a flight of steps /<br>massive brass-bound door               | 50. On the roof of the school                                                    |
| 25. In a gloomy cell / group of ladies and<br>children                             | 51. On a road leading north-south                                                |
| 26. In a long dark tunnel B / large ventilation<br>grille, loose plank, thick mud  | 52. At a little cove / large shellfish                                           |
|                                                                                    | 53. At the south end of the road                                                 |

## News in Kürze

### Spectrum Shadow ROM Disassembly

The newest update on World of Spectrum contains, well a pretty interesting, uhmm... update. For those of you who have filled up on a range of Z80-Assembler (if you read these web pages then you are one of those), then Rudy Biesma has scanned and OCR'd the Gianluca Carris book "Spectrum shadow ROM Disassembly".

Oh yes, 143 pages of code-fun. In case you don't know it is like the Complete Spectrum ROM Disassembly but for the ROM in the Interface 1 (hmm, I'm sure I've got one of them around somewhere).

Truthfully I am not sure who is still programming the IF-1 today, but there is always somebody who believes the old Microdrives are a fantastic device. Read it and digest it well.

Source: [www.raw.org](http://www.raw.org)

### ZX Web Cam

OK, I need to eat breakfast but while I am searching for some ZX downloads I discover Shuggy's pages, which contain a mass of Spectrum software and related things. Somehow I think this deserves a high-speed link to benefit from the ZX Webcam, which shows the wonders of sunny Thurso, up there in Scotland. Updated just a couple of seconds ago as I write this. A novel network, that is worth mentioning. Great material.

Source: [www.raw.org](http://www.raw.org)

### The Shady side of ZX continues

On occasion there are things in the ZX-Scene which aren't quite OK. Web pages with 'Access Denied', game distributions are some of these ( truthfully we would all love to download the Dizzy games from somewhere). Recently I've discovered a couple of new ones, in reality a 'crack' for a well known (with disputes?) Emulator – no, I'm not going to tell you the link as I'm for legal use of software.

The latest dirty trick I discovered this morning. I take it we are all astounded how easy it has been in the past to produce a good ZX-Software archive. In addition to the completed Z80-Asm project ... there is a copy of the WOS-ftp archive. I think these mirrors are a fine thing, but at least you should acknowledge the ownership of Martijn van der Heide, he has invested a lot of hard work in the archive. The complete archive is not yet there (perhaps it's not all downloaded yet) and I haven't checked whether any 'access denied' games are there. But I recognise the structure.

I agree it is mainly Public-Domain software and can be freely down- or up-loaded from anywhere. But it would be a nice idea to at least to honour the people who put in all the effort when you want to publish their work on your server. Then best as an official mirror.

That's my opinion. Hmm.

Source: [www.raw.org](http://www.raw.org)

## News in Kürze

### Forever 2005

The winner of the Forever 2005 Demo competition was ZERO POINTS from the MB-MANIAX. The complete results from the competition can be seen on the following web page:

<http://raww.org/modules.php?op=modload&name=News&file=article&sid=2035&mode=thread&order=0&thold=0>

There are lots of pictures on the following web pages:

<http://www.rawwdot.demon.co.uk/>  
<http://baze.au.com/forever6/index.htm>  
<http://ci5.speccy.cz/files/forever6foto.zip>  
<http://zxm.speccy.cz/index.php?x=33>  
<http://zxm.speccy.cz/fotky/forever6-f6.zip>  
 Source: Yerzmyey

### ZX Marriage

Yes, we even have these. The ZX-Coder "Hellooby" is marrying the sister of Yerzmyey (who regularly supplies us with news). We don't at which Spectrum-Meet they got to know each other but we wish them "All good things for the future".  
 Source: Yerzmyey

## Jareks new projects

**[Editor BV] To date I've had a number of contacts with Jarek Adamski and he is one of the most active hardware developers for the Spectrum that I know of. SUC-Session has received the following update on Jareks completed projects.**

Dear Thomas,

I would like to inform you that the following of my projects have now been completed. Please feel free to publicise these pages if you are interested, add comments or questions if you have any and send me an E-Mail with the changes, what you own, use or would wish for.

Please contact me if you have material relevant to the project (sources, diagrams, archives), which could be added as pages to the projects. The following projects have been selected for you to look at.

TIC – Timex Interface Cable

Cable to connect a Timex-Interface M-397 (or TI-of-TTL) to the LPT socket of a PC or the parallel interface of an Amiga.

**25.11.2005-27.11.2005 - HCC-Tage 2005 Utrecht (NL) The Jaarbeurs**  
 Sinclair und Sam are always there

**Every 2nd und 4th Wednesday, 20 Uhr - Voorburg (NL) „Bovenveen“**  
 Sinclair & Sam

You can find this information and more under:

[www.benophetinternet.nl/hobby](http://www.benophetinternet.nl/hobby) in the ‚Meetings‘-Section.

## Spectrology in Wittenberg

**27.-28. August 2005, 10.00 - 19.00 Uhr**

**Kulturbund Wittenberg, Schulstrasse 68, 06886 Lutherstadt-Wittenberg**

The only meeting organised by our club will take place as usual in Wittenberg. Spectrology is one of the best loved meets, especially as it is located in the centre of Germany and so allows users to travel from all directions. In the past we have also greeted guests from abroad and we hope that this will be the case again this year.

It was planned to use new rooms this year but the renovation of the Kulturbund rooms will not be finished in time for our meeting. So once again we will be using the old rooms.

Directions: Wittenberg is in Sachsen-Anhalt at the crossing of the B2 and the B187 on the Elbe. Most participants will arrive via the BAB 9, and you need to take exit Nr. 8 – Coswig onto the B187 and then right through Coswig and Griebto to Wittenberg (about 15KM/10 Miles). After you see the town sign 'Wittenberg' it's about 4KM (2.5Miles) until you cross the two track railway line in the direction 'Zentrum' (Centre). Now there is a right hand curve and the road has 4 lanes with a maximum speed of 70KMH (about 45MPH), but don't drive this fast!!! Then the route is broken by traffic lights and right of way signs. Before the train station take the left hand lane and go round to the left. The road now has sharp curves and over the railway a steep hill. At the roundabout go straight out the other side and after about 100Metres turn right. Go past the parking area and there follows two roundabouts. At the first go straight on, at the second taking the exit to the right takes you to the 'Pension' (guesthouse) (L+K) where guests who are staying overnight will be staying. Following the Hauptstrasse (main street) after about 500metres to the left and after another 300 metres to the right. After the traffic light go up the hill. Between the blue "P" and "10" is a roundabout, go straight on. After about 100 metres take the turning to the right into the 'Schulstrasse'. There is a slight climb for 500 metres and at the top on the right is a two storey building with a yellow sign and black printing "Kulturbund e.V.". Your there.... The entrance to the building is in the direction you were driving at the back of the building. Anyone coming with the train, should get off at Wittenberg Hauptbahnhof (Main Station) on the line between Halle/Leipzig and Berlin and take a taxi (about 5 Euros) because on foot it is about 3KM.

So even though the directions are a little complicated this time I hope everyone will find their way. Here once again the address of the organisers:

Norbert Opitz, J.F. Böttger Str 7, 06886 Lutherstadt-Wittenberg Tel. 03491/401573, On weekdays please call after 4PM.

Or E-Mail: [NorbertOpitz.Wittenberg@t-online.de](mailto:NorbertOpitz.Wittenberg@t-online.de)

city didn't get too high and bring the key master and the goalkeeper together in the Zuuls house. In short you were pretty busy. In effect you were playing an extension to the film not simply a lukewarm copy of the film in a game.



The main achievement of *Activision* wasn't their games. But rather that they turned the games into pure software. *Activision* games were always coupled to the hardware for the arcade machines as well as for the home game consoles, which other than for a couple of games under licence were each equipped with their own game library. For companies like *Atari* games were simply a mechanism for selling the game consoles. It was rather like a company producing CD-Systems, to produce CD's which needed you to buy a new player for each new CD you wanted to buy. You can be sure that the music industry is organised in a different way or they would not have made the multi-millions that they have. But with computer games that was the way it was, at least at first. They were the bait used to sell hardware. The medium had its first chance to develop with *Activision*.

Without this separation between software and hardware the success of the computer couldn't have been achieved. The way was prepared by the home computer which was sold via the games on offer. Then the office computer arrived to allow software to run but these were all built to the same standard so that it wasn't so noticeable.

Even today *Windows* and *MS Office* are usually included pre-installed on the computer when it is purchased. The feeling is as if they are part of the computer. This gave the office computer the image of a typewriter, a very powerful typewriter it is true but still a typewriter with a fairly well defined area of use. But the home computer with its growing compliment of computer games created an open ended environment. Now it was sensible to buy one. Now we could be sure that in future years there would be more new developments. Typewriters were turned into software slaves which could take us anywhere we wanted to go. Perhaps too perfect formatted text and tables without errors but that certainly was not all.

#### Bibliographical information:

Mathias Mertens, Tobias O. Meißner: Wir waren Space Invaders. Geschichten vom Computerspielen, Eichborn (2002), 3-8218-3920-1, 192 S., no longer in print.

## Event Calendar

### 27.08.2005-28.08.2005 - Spectrumania - Wittenberg (DE)

Spectrum-Friends (ZX81 & SAM are welcome!)

### 17.09.2005 - Spec & Sam Treffen - Bunnik (NL)

All Sinclair- & Sam-Computer (last time there were 7 Sam Coupes!!)

### 01.10.2005 - SPC & Joyce - Ittenbach in Königswinter (DE)

Spectrum Profi Club & Joyce-Nutzer

<http://8bit.yarek.pl/cable/timex.tic/>

#### Elwro 800 Junior

ZX-Spectrum-Clone, produced in Poland. Works under CP/M 2.2 (CP/J) with access to drives over a network.

<http://8bit.yarek.pl/computer/zx.junior/>

#### T-1 (Zielonka)

An NMI-Patch with its own 2KB ROM.

<http://8bit.yarek.pl/interface/zx.zielonka/>

#### TI-of-TTL replacement Timex Interface M-397

An interface compatible to the Timex M-397 and expandable with 128KB ROM, 8KB RAM and ZXVGS. This was a project from the years 1997 – 2000. With improvements in 2004 and 2005.

<http://8bit.yarek.pl/upgrade/zx.ti-of-ttl/>

#### ZX Spectrum / Timex – To 128K

Improves the compatibility of the ZX Spectrum 48K to the ZX Spectrum 128K. Can also be used as a solution for the Timex Computer 2048.

<http://8bit.yarek.pl/system/zx.doors/>

#### Doors 2000, DoorsAQUA – ZX Spectrum

Graphical desktop (Doors 2000) and graphical operating system (DoorsAQUA) as ZX-Spectrum Software.

<http://8bit.yarek.pl/system/zx.doors/>

#### YABUS.ZXISA

ISA-Slots for the ZX Spectrum (I/O mapped). LPT, 2xRS232, Floppy-Disk-Controller and sound card.

<http://8bit.yarek.pl/interface/yabus.zxisa/>

To see a complete list of the new projects, please take a look here:

<http://8bit.yarek.pl/profile/snewp/>

If you find any sort of problem then please describe it in the forum:

<http://8bit.yarek.pl/forum/viewforum.php?f=20>



## Book review

Book review: Christian Wirsig: The large encyclopaedia of computer games  
2004 Wilko Schröter

This book is in German and is called 'Das Große Lexikon der Computerspiele', firstly it is a paper back, which unfortunately only has black and white pictures.

With over 1100 keywords for games, companies, people and computers this is certainly the first German language publication which gives us an insight into the development, and the people that make up the background of one of the largest branches of the entertainment industry. From the grandfather of all games 'Tennis For Two' via the first game console Odyssey and the famous 'Pong' right up to modern day epics such as 'Tomb Raider' many of the important games and technologies are described. Also the history of the large and small firms involved is presented in short form – from the beginnings with Atari, Activision and Electronic Arts via the boom of the 80's right up to the stars of the scene today such as 3D Realms and Blizzard Entertainment, as well as the modern Global Player Vivendi Universal Interactive, Infogrames and Ubi Soft. Additionally those who produce these virtual adventures on our screens are presented, the designers, programmers, graphic artists and musicians are all included with a short biography.

The main orientation for the games is for the modern PC and Consoles. From the older games there are just the highlights such as 'Pac Man', 'Space Invaders' and 'Breakout'. From those involved, the musicians are well represented which is no wonder, in that the author produces alongside Audio-CD's also the tunes for small computer games and is the editor of the magazine 'KEYS – Music and Computer'. The book has the sub-title 'Games', 'Companies', 'Hardware' and 'People'. And so that you can judge for yourself the quality of this book I am concluding with an example from each of the various sections.

Example for 'Games'

*Deflektor*

This game was published by *Gremlin Graphics* in 1988 as a thinking mans game. Due to it's for the time new and exciting game concept it was a hit and has since been copied many times. The task for the player was to orientate various mirrors in a labyrinth so that a light beam could be directed onto a particular object. To do this you really did have to think around corners as at the higher



but you needed to be quick so as not to blow yourself up.

We were speechless when we saw the *Activision* game published in 1984. We had just seen the Hollywood comedy with slimy ghosts and an earwig title song in the cinema and now the film was on the computer. We were one of the ghost busters, steered the repainted hearse through the streets of New York and built the apparatus to catch ghosts. *Ghostbusters* from David Crane was the first really successful film conversion into a game.



There had been previous attempts. *Atari*, had almost by accident in 1974 brought out a game where you had to escape from a shark. Which was the same year that Steven Spielberg brought his legendary film *Jaws* into the cinema. *Atari* didn't want to pay the licence fee to make a game from the film but wanted a part of the action. So they created a fictive company *Horror Games* who were responsible for the game, just in case they were taken to court. Then they called the game *Shark Jaws* making the first word really small the second from giant letters. In 1982 *Atari* bought real licences for the films *E. T.* and *Indiana Jones* in order to market the games. They were so sure the success of the films would be repeated with the games that they told their dealers to order one year in advance. They then used these pre-orders as the basis for their business calculations for the next 12 months. Unfortunately no-one worried about the quality of the games. As the first test versions became available then it was obvious to the purchasers that they were a load of rubbish and they cancelled their orders. *Atari* was left with a mountain of game cartridges that they had already produced. There is a rumour that somewhere in California is a place where 20.000 *E. T.* Cassettes are buried. This flop was the end of *Atari*.



David Crane achieved something completely different with *Ghostbusters*. Instead of just including a couple of names, locations and figures he created a whole setting in which the figures from the film could carry out their new adventures and not just a slightly adapted story to hang onto the film. *Ghostbusters* included a whole chain of game elements, beginning with a

kareoke-screen, on which a bouncing ball marked each word in turn which you could sing along too. Then you had to buy the parts of the vehicle you were going to use, watching the budget, suck up a number of ghosts on the way to your destination (so long as you had remembered to build a ghost sucking vacuum cleaner into the vehicle), Catch the slimy monsters in front of the houses, watch carefully that the level of psychokinetic energy in the



David Crane and the others refused to accept this any longer. In 1979 they founded the company *Activision* in order to continue producing games for the *Atari system*. Where as well as getting full recognition they would also receive the profits from their labours. From a group of employees from a collective there developed a number of individuals who were able to put each of the gold bars they found out there in the jungle into their own backpacks. Every game from Activision included a booklet with a picture of the author and information about him. They became stars almost overnight and were often stopped in the street and asked for their autographs. They also made a great deal of money. So much money that later Warren Robinett and some of the other programmers who had stayed with Atari formed the *Dumb Shits Club*.

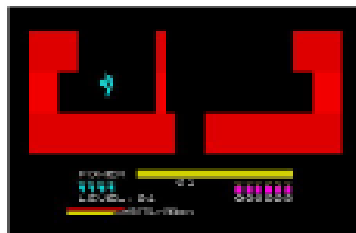
*Activision* very quickly became well known for clever action filled adventure games. The company symbol of the letters above the rainbow was to be seen everywhere. *Pitfall* was a very successful continuation of the theme including running, jumping, climbing, gold and poisonous creatures. They brought old wall paper up from the cellar and started to draw individual screens and put the whole system together. The plan was to be 8 blocks wide and 29 blocks high. In one they drew a bat, in the next a rat and in the third little steps.

On the right was the ladder, which on the plan extended over 26 blocks. Bad luck for anyone who fell off which resulted in a never ending fall into an underground river with electric eels. If

you died underground then you immediately flew up as a flashing ghost who had to fly up 26 blocks to land on a red clover and regain a new body and start again.



When we had had enough of playing *Pitfall* then *Activision* offered us *H. E. R. O.* Though the changes were mainly cosmetic. For once again you were exploring an underground cave system. Though this time starting with a drop into small winding shafts leading downwards and only in an emergency could you use the rocket pack to slow the effects of gravity and move out of the way of snakes, spiders and bats. A bomb set off at exactly the right moment helped in hopeless situations



levels the solution was not that easy to work out. A well known clone of 'Deflector' was also released by Gremlin Graphics in 1988 and called 'Vampire's Empire'.

#### Example for 'Companies'

*Gremlin Graphics*

Founded in 1984 the English company Gremlin Graphics made a name for itself in the 80's with well produced action games such as 'Thing On A Spring' and 'Monty On The Run'. The character Monty was so popular in the 80's that Gremlin Graphics published a number of games featuring him. The *music* for this first game came from two cult figures of the gaming world *Soundtrack: Rob Hubbard and Ben Daglish*. At the end of the 80's the company brought out follow up games which did not achieve the same quality as the originals and Gremlin Graphics began to market less games which they had produced themselves and more conversions. From the middle of the 80's the company belonged to *US Gold* but the CEO bought the company from US Gold in 1989 and continued with it as a separate company. A number of the successful games were the *racing series – Lotus Esprit Turbo Challenge*, as well as the *Adventure series – Hero's Quest*. The firm was renamed Gremlin Interactive in 1992, but could not achieve the same success and was bought by *Infogrames* in 1998.

[www.infogrames.de](http://www.infogrames.de)

#### Example for 'Hardware'

*ZX81 / ZX Spectrum*

Sir Clive Sinclair and his company Sinclair produced, starting in 1980 a series of computers which along with the C64 and CPC464 sold well. While the first product the ZX80 was pretty limited in it's functionality the next the ZX81 which appeared a year later had more memory and could be connected to a normal cassette recorder in order to be able to save data. After the other home computers in the market began offering colour displays, Sinclair brought out the ZX Spectrum. Which couldn't achieve the graphics quality of the *Commodore C64*, but which never-the-less became an important computer for game players. A majority of the games from the beginning of the 80's were converted for the Spectrum. From 1984 onwards the popularity of the Sinclair computers began to wane and by the end of the 80's there were very few new games being produced for them.

#### Example for 'People'

*Whittaker, David*

David Whittaker born 1957 began in the early 80's to produce games for home computers like the ZX81 and the C64 but quickly began to specialise in the music for the games. From 1986 onwards he produced soundtracks for the games of various companies, such as *Weird Dreams, Lemmings 2, Xenon and Defender Of The Crown*. And today is counted as one of the major produces of music for games. From 1993 he was employed exclusively by *Electronic Arts* as music and audio director. Where along with many others he was responsible for the music of PC-Games such as 'Madden Football', *PGA Tour Golf* as well numerous titles for game consoles. After



returning to self-employment for a while he is today the senior sound artist with the English firm *Jester Interactive*.

[www.davidwhittaker.co.uk](http://www.davidwhittaker.co.uk)

**Publishing information:**

**Christian Wirsig: Das Große Lexikon der Computerspiele, Schwarzkopf & Schwarzkopf (2003), 3-89602-525-2, 512S., 14,90•**

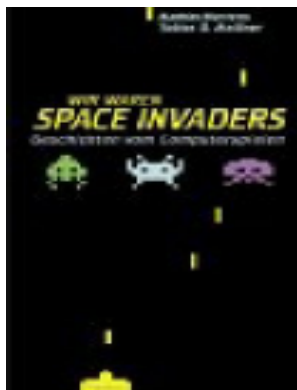
Book review:

Mathias Mertens, Tobias O. Meißner:  
Wir waren Space Invaders (We were Space Invaders)

The History of computer games

**2005 Wilko Schröter**

This book consists essentially of the memories of the two authors and their time with home computers. It should be seen as an attempt to portrait the effect on their growing up that computer games had and to explain it. So it isn't an encyclopaedia of computer games but rather individual classic games are presented. They show just what a 10 to 18 year old German schoolboy found so important and how it influenced him so that he can still remember it in the year 2000.



The book consists of 4 large section each covering a particular period of time:

- 1) The pioneer age (1958-1971)
- 2) The arcades (1972-1981)
- 3) Go 64 (1980-1989)
- 4) International gaming machines (1989-1996)

The reflections of the players is broken up with a number of little games showing the latest game developments which should allow comparisons to be made. How do things look today that back then were just in the development stage? Have we arrived today at a different type of game? Do the games today look completely different? Are they just as important as they were back then?

As an example for readers I've chosen the capital "Search for the lost treasure" from the time "go 64" (1980-1989) and included screens from the Spectrum version as the book itself has no pictures.

Search for the lost treasure  
(Pitfall, H. E. R. O., Ghostbusters, 1982-1984)

An impenetrable jungle surrounds you. The tropical air hangs heavy and sticky around you. Without mercy the sun burns down through the gaps in the leaves above you. But you don't have time for looking at the scenery, you must run. A scorpion approaches, you have to jump but then immediately duck out of the flight path of a vampire bat. Then you see the barely visible opening in the ground. You have jumped into the ice cold water of an underground lake.

Swim just keep on swimming, hammers through your head, as the electric eels swim around you and are not best pleased at this foreigner in their realm. Something glitters below you in the mud, you don't delay, You dive to reach it as it's the reason you are here, gold. A lost treasure of the Maya which you need to find piece by piece. With the first bars in the hand you enter the current and are carried over a waterfall. With difficulty you reach the bank, run further, jump at the right moment over a poisonous toad which is guarding a tunnel. Grab in just the right one hundredth of a second for the rung of the ladder and continue into this lost city of a once highly developed civilisation. No this isn't a scene from *Tomb Raider*, This is the year 1982 and the adventures you have in this game are those from Pitfall Harry a creation of the game programmer David Crane. Normally in a book or a film the main figure is in fact the author and the events are almost autobiographical – wearing fantastic clothing of course. So why not do the same thing in a compute game. In the case of *Pitfall* and David Crane we find astounding parallels between the author and the main character.

*Pitfall* was released by a company formed from ex Atari employees. Alongside David Crane there was also Alan Miller, Bob Whitehead and Larry Kaplan. They all left Atari in 1979 because they couldn't stand any longer that the heads of *Warner* were making a lot of money out of their products while they did the development and had no rights of authorship whatsoever. Everything was to be under one name, that of the company. Who thought up which game was for the company irrelevant.

This attitude caused one of the programmers from Atari, Warren Robinett to put a hidden room in his graphic version of *Adventure* from Crowthers and Woods in which you could find his name which ran backwards in a vertical direction as a flow of letters through the picture. For a whole year this remained undiscovered, until a 12 year old boy found out that you could move a bridge along a wall to lift a point only 1 pixel in size and the same colour as the background. Which you could put in a place 30 rooms on to allow youWhich allowed you to go through a wall and there you could read the name. Robinett said later that he was inspired by the Beatles disk which if you played it backwards was supposed to allow you to hear the words 'buried Paul'. Despite this trick Robinett was allowed to stay with Atari though the company policy wasn't changed in that the authors were never named.